GLADSTONE

NO. 537 95¢ MAR
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WALT DISNEY'S COMICS AND STORIES

FANFARE FOR WILLIAM VAN HORN

Gladstone's new duck man is a thoughtful, workmanlike artist who has been part of the cartooning industry for twenty-seven years. He doesn't bubble with enthusiasm, yet veteran status has done nothing to dull his pleasure in the profession. A longtime collector, he brings a fan's interest to the comics—and it shows.

By his own account, William Van Horn passed an unremarkable childhood: but as he reminisces, a picture of the artist evolving emerges. "We playacted a lot. My friends and I would go to a movie, then we'd act it out. And whether we were soldiers or Indians or musketeers, we had to have props; so one corner of the garage always looked like the prop house in a cut-rate movie studio."

Floyd Gottfredson's Mickey Mouse serials made him an immediate comics fan, and at the age of seven he began drawing his own strips. But it was Disney's television show eight years later that pointed him toward a career in animation. "They did a couple of shows about animating **Lady and the Tramp**. That was my first exposure to how it was all done, and I decided I wanted to work for Walt Disney."

First things first. He acquired a bachelor's degree in Fine Arts; but, as Van Horn cheerfully admits, that doesn't mean a hoot. So he started at the bottom of the ladder, signing on as a cel inker at Imagination, Inc., a small studio in San Francisco. Most of the work was television commercials, but he found one redeeming perk: the studio had subcontracted a five-minute cartoon segment called "Hunter" for NBC's **King Leonardo**. He was on the edges of the big time.

Five years and several jobs later, Van Horn had worked his way up to the post of art director at Davidson Films, a firm producing educational shorts for textbook publishers. "It was a good education," he recalls. "We were a small, non-union studio, so there wasn't any separation of duties. I did everything from direction on down to polishing my own cels. And years of storyboarding—that's how I learned to write. It's the same kind of training Carl Barks had."

A glance at his credits—some forty or fifty films in twelve years—gives a hint of the humor he brought to this daily grind. Titles like "Idiom's Delight" and "The Truth about Horsefeathers" catch the eye. "We often received scripts that were so lifeless and pedantic that something had to be done," he explains. "I learned to put one word after another in a reasonably entertaining way. We must have done something right, because many of our films went on to win awards."

When the studio began winding down in 1977, Van Horn shifted gears and wrote a picture book called **Harry Hoyle's Giant Jumping Bean**. It became a Junior Literary Guild selection and led to further publications. He was working for Scholastic Book Services in 1987 when he picked up a copy of **Uncle Scrooge** and discovered that Gladstone was printing new stories. Quickly Van Horn fired off some scripts and ink art; and the rest, as they say, is history. With the publication this month of "Heavy Duty," his first Donald Duck ten-pager, the artist's career has come full circle. "**Walt Disney's Comics** was one of the first books I remember seeing in 1942. It was the comic I started collecting; and now here I am appearing in the book."

Today Van Horn continues to illustrate one picture book a year but thinks of himself primarily as a comic artist. As such, he has a vested interest in Gladstone. "It's like my own little crusade for funny-animal comics," he says. "In 1985, when my book **Nervous Rex** came out, there was almost nothing on the market but super-heroes. We've got to get some alternative going to all these long-underwear guys." He shuns the hype and splashiness that seem fashionable in the industry; the hallmark of his work is *restraint*: concise plots, polished dialogue, and a clean graphic style. His duck stories to date have all been brief; most are little more than extended gags. One Scrooge tale comprised nine pages of anecdote with a punch line in the last panel. These sparse storylines, however, gain texture from his dialogue and momentum from his art.

In both cases Van Horn acknowledges a debt to George Herriman. "Take that line about Scrooge's bubblegum factory in Bulgaria: it's the kind of silly juxtaposition you'd find in **Krazy Kat**." Like Herriman's art, his drawings carry the whole show; yet they never blare at the reader. A careful balance of white space, clean outlines, and larger forms—shadows, gargantuan clubwomen—creates variety, while noodling bits of background detail lend an occasional chuckle. But not in every panel; Van Horn knows when to pull back.

"Let's create our own classics if we can," he concludes; "but heaven help us if we *think* we're doing that. We should follow Barks' lead and regard these stories as something to pay the rent and buy the pot roast."

—Geoffrey Blum

This Issue's Credits.

Front cover by Walt Kelly.

Donald Duck in "Heavy Duty" written, drawn, lettered, and colored by William Van Horn.

Li'l Bad Wolf in "December Dunking," art by Jack Bradbury.

Scamp in "Dream House," art by Al Hubbard, colored by Sue Daigle.

Winnie the Pooh gag written by Don Ferguson, penciled by Richard Moore, inked by Larry Mayer, colored by Sue Daigle.

Gyro Gearloose in "Man versus Machine" written and drawn by Carl Barks, colored by Sue Daigle.

Mickey Mouse in "The Crystal Ball Quest" written by Carl Fallberg, drawn by Paul Murry.

Donald Duck gag written and drawn by Carl Barks, colored by Sue Daigle.

Donald Duck back cover gag by Bob Foster and Frank Smith.

NEXT ISSUE ON SALE JANUARY 10th!

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Walt Disney's Donald Duck in "HEAVY DUTY"

AR 133

DAISY'S TWADDLE AND WADDLE SOCIETY IS ABOUT TO GET ITSELF INVOLVED IN YET ANOTHER PHILANTHROPIC BLITZ!

IT'S REALLY VERY EXCITING, LADIES!

AS YOU KNOW, EACH YEAR THE GOBBLEMORE FOUNDATION BESTOWS A LARGE SUM OF MONEY UPON DUCKBURG TO BE USED FOR CHARITABLE PURPOSES!

THE DUCKBURG GRANT!

YES — AND EVERY YEAR THERE IS ENDLESS SQUABBLING OVER **HOW** THE MONEY WILL BE USED, AND **WHO** WILL USE IT!

NOT THIS YEAR, GIRLS! THIS YEAR THERE WILL BE A CONTEST TO DETERMINE WHICH CIVIC GROUP WILL HAVE CHARGE OF THE MONEY!

WHAT KIND OF CONTEST, DAISY?

A **WEIGHT** CONTEST! IT'S REALLY VERY SIMPLE! EACH CIVIC GROUP WILL SPONSOR AS CHUBBY AN ENTRANT AS IT CAN FIND!

THEN WHAT?

THEN, ON CONTEST DAY EACH ENTRANT WILL BE WEIGHED! THE GROUP WITH THE **HEAVIEST** ENTRANT, WINS THE ENTRANT'S WEIGHT IN **GOLD**!

AND THE HONOR OF GIVING THAT MONEY TO THEIR FAVORITE CHARITY!

AND **WE'RE** GONNA **WIN**, AREN'T WE, GIRLS!

YOU BET!

AH—BUT THERE IS ONE LITTLE CATCH!

HOW LITTLE?

THE WINNER MUST ALSO BE ABLE TO TAP DANCE TO ONE FULL CHORUS OF DIXIE!

!!!

DAISY SCREENS THE CONTEST APPLICANTS IN HER HOME!

THANK YOU, MR. BROADBEAM! WE'LL LET YOU KNOW!

THUS SOWING THE SEEDS OF CONFUSION AND DESPAIR!

THERE'S BEEN A STEADY STREAM OF THOSE OVERBLOWN BOZOS GOING IN AND OUT OF DAISY'S PLACE ALL DAY!

AND I'M GONNA FIND OUT WHAT GIVES! NO BUNCH OF HALF-BAKED BEACH BALLS IS GONNA BEAT **MY** TIME!

YES, LUCY. HIS NAME IS DONALD DOG, AND I THINK HE'S OUR MAN!

YES, WELL, I'D BE MUCH HAPPIER WITH DONALD IF HE WERE **HEAVIER**!

THE HEAVIER THE BETTER, I ALWAYS SAY!

I CAN'T BELIEVE IT! DAISY WANTS ME TO LOOK LIKE ONE OF THOSE BEACHED BLIMPS! WONDERFUL, WIRY **ME**!

NEVERTHELESS, I FEEL WE SHOULD GO WITH MR. DOG, LUCY, BECAUSE HE TAP DANCES **DIVINELY**!

DAISY MUST BE SERIOUS! ALL THOSE BIG BOZOS! I HAVEN'T SEEN THAT MUCH WEIGHT IN ONE PLACE SINCE THE TALLOW FACTORY BLEW UP!

WELL, IF IT'S BLUBBER SHE WANTS— THEN IT'S BLUBBER SHE'LL **GET**!

AND SO, AS THE DAYS PASS!

MORE MASHED POTATOES, BOYS! AND PILE THAT SOUR 'CREAM UP TO HERE!

YES, UNCA DONALD!

MORE WHIPPED CHERRY CREAM TARTS! MORE FRIED BANANAS WITH MARSHMALLOW SAUCE!

YES, UNCA DONALD!

MORE! MORE! **MORE**!

I CAN'T FIGURE WHAT'S GOTTEN INTO UNCA DONALD!

ABOUT **300** POUNDS OF FOOD, I'D SAY!

I'M AFRAID THAT IF UNCA DONALD GETS ANY BIGGER - HE'LL EXPLODE!

MORE COCONUT CREAM CAKE!

MORE CHOCOLATE-COATED WAFFLES WITH MAYONNAISE! MORE MILK! MORE CREAM!

GOOPIE SNAKOS

AND HURRY IT UP!

YES, UNCA DONALD!

YES, UNCA DONALD!

YES, UNCA DONALD!

I HOPE HE KNOWS WHAT HE'S DOING!

WHEN DID UNCA DONALD EVER KNOW A THING LIKE THAT?

IT'S KINDA SCARY!

FINALLY!

BINGO!

DAISY WILL FAINT WITH JOY WHEN SHE SEES THE NEW ABUNDANT ME!

PUFF! PUFF! OF COURSE, I MAY FAINT MYSELF BEFORE I EVER **GET** THERE!

BEING A TON OF BRICKS IS NO PIECE OF CAKE!

OH, LUCY! HAVE YOU HEARD THE NEWS ABOUT DONALD?

DAISY DUCK

YES, HE'S GOTTEN HEAVIER! **MUCH** HEAVIER!

HA! IF SHE'S THIS IMPRESSED NOW, WAIT'LL SHE **SEES** ME!

OOOO.

OH, I KNOW...

...IN FACT, I HEAR HE'S GOTTEN SO BIG THAT HE CAN HARDLY **MOVE**!

YOU'RE TELLING ME!

WELL, HE WON'T BE OF ANY USE TO ME AT ALL IF HE DOESN'T GET BACK TO HIS **NORMAL** WEIGHT!

!!!

FIRST I'M TOO SMALL! THEN I'M TOO BIG! WHAT AILS THAT WOMAN?

WELL, WHATEVER IT IS, I CAN'T LET DAISY SEE ME LIKE THIS NOW!

I KNOW, LUCY! IT'S JUST THAT NOW I'M AFRAID THAT MR. DOG'S EXTRA WEIGHT WILL AFFECT HIS MARVELOUS TAP DANCING! WE MUSTN'T HAVE THAT!

WE'VE GOT A SURPRISE FOR DINNER, UNCA DONALD!

SIX GALLONS OF SALMON YOGURT!

TOPPED WITH A BUSHEL OF CHEESE-FILLED MUSHROOMS!

FOLLOWED BY TWELVE POUNDS OF DEEP-FRIED PRAWNS SMOTHERED IN MARSHMALLOW DIP!

YUM YUM!

YE CATS! WHAT ARE YOU TRYING TO DO? KILL ME?

BUT-

THROW THAT STUFF BACK IN THE OCEAN AND GET ME A GLASS OF WATER AND HALF A SLICE OF STALE BREAD!

? ? ?

AND WHAT'S MORE, AFTER DINNER WE BEGIN **WORKOUTS**!

WE?

YES, **WE**! BECAUSE I'M GOING TO NEED ALL THE HELP I CAN GET IF I'M GOING TO **LOSE** ALL OF THIS DOGGONE WEIGHT!

DID WE MISS SOMETHING SOMEWHERE?

I WOULDN'T KNOW! MY BRAIN JUST MELTED!

DONALD SOON LEARNS THAT LOSING WEIGHT IS A LOT TOUGHER THAN GAINING IT!

ONE— TWO—

DO I LOOK ANY THINNER?

NO, UNCA DONALD!

ONETWOONETWOONE TWOONETWOONETWO...

AND SO, FOR THE NEXT SEVERAL DAYS!

GIMME **HALF** A GLASS OF WATER AND A **QUARTER** SLICE OF STALE BREAD!

YES, UNCA DONALD!

FASTER! FASTER!

BUT WE'VE GONE TEN MILES ALREADY TODAY!

STOP COMPLAINING AND **MUSH**!

HALF A GLASS OF WATER — HOLD THE STALE BREAD, AND MAKE IT SNAPPY!

YES, UNCA DONALD!

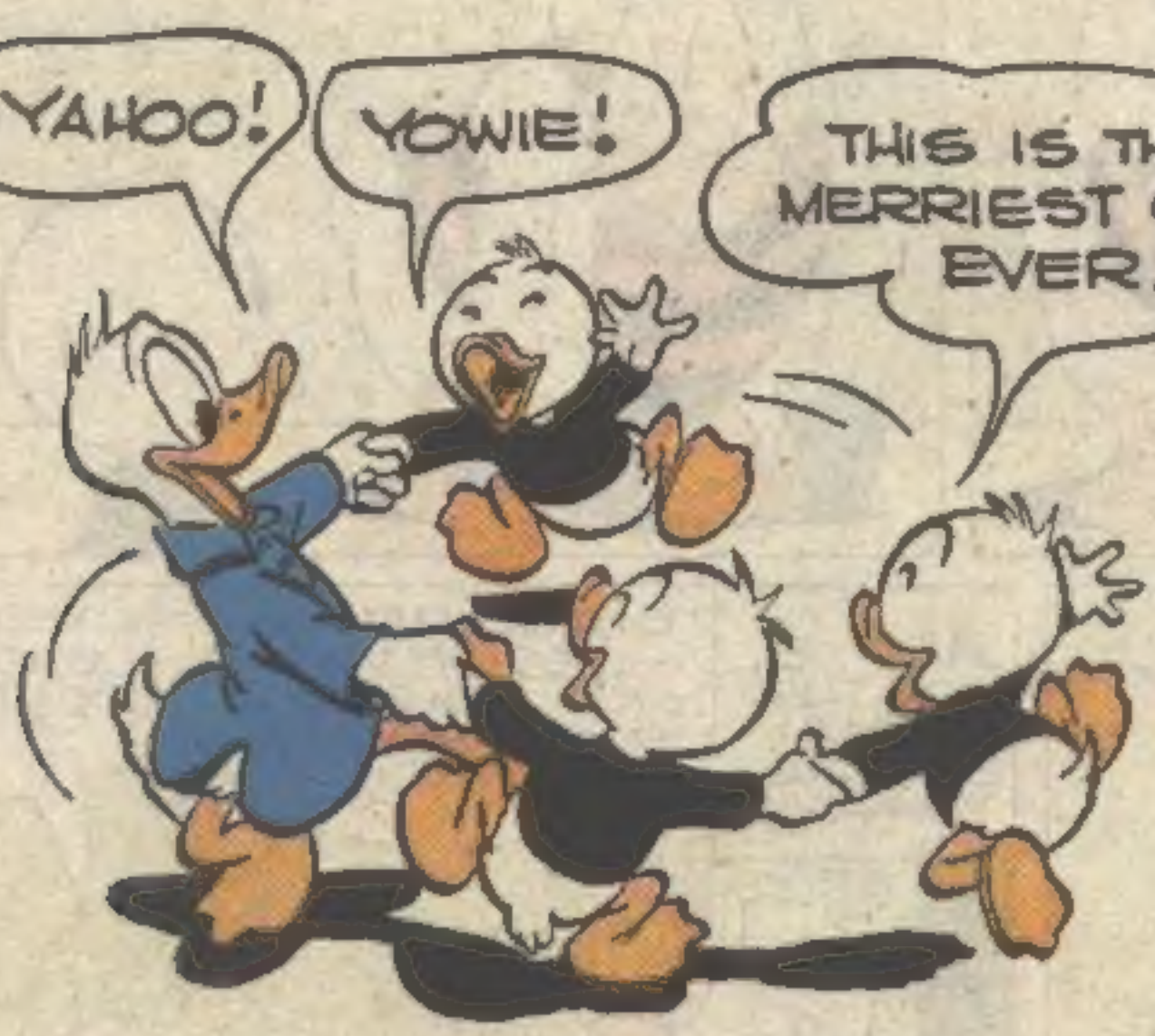
UNTIL!

THIS CANT GO ON!

UNCA DONALD IS LOSING WEIGHT!

AND WE'RE LOSING OUR MINDS!

CHRISTMAS CHEER IS HERE!



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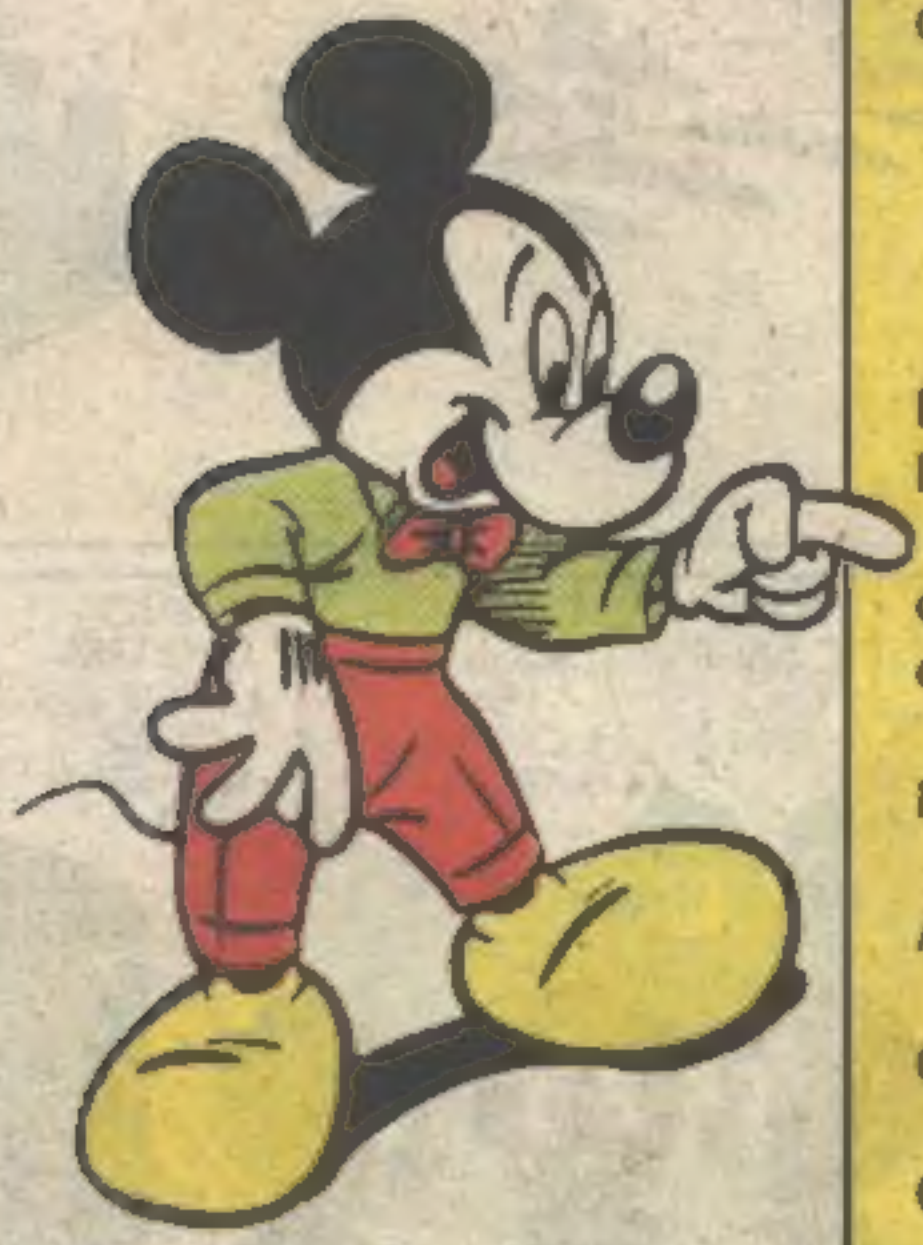
Pick up a copy at your favorite newsstand or comic book shop, or use the coupon below to order by mail. But hurry! This offer expires February 1, 1988.



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Please send me ____ copies of **Walt Disney's Christmas Parade** No. 1 at $2.95 apiece plus $1.05 postage and handling for a total of $4.00 per copy.

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TERMS: this entire page is the order form. Please check the back issues you are ordering, fill out your name and address in the space provided, and mail along with your payment. All foreign orders must remit in U.S. funds by check payable on U.S. bank only. Offer is limited to available supply and prices are subject to change without notice. **This listing supercedes all previous offers.**

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230 The Bat Bandit $2.00
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Most issues contain Donald Duck by Fred Milton and/or Daan Jippes. Gyro Gearloose by Barks, and a Mickey Mouse serial by Murry.

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520 . . . . . $6.00
☐ **521** $2.00
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Mickey Mouse Digest

All issues contain stories by Paul Murry, Jack Bradbury and others.

1 $5.00
2 $6.00
3 $3.00
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All issues contain stories by Carl Barks, Tony Strobl and others.

☐ **1** "The Midas Touch" $5.00
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Walt Disney's Comics Digest

All issues contain Donald Duck stories by Carl Barks, plus many other Disney characters such as Li'l Bad Wolf, Grandma Duck, Scamp, and Mickey Mouse.

1 The Three Caballeros $5.00
☐ **3** $3.00
☐ **4** ☐ **5** ☐ **6** each $2.00
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WHAT UNCA DONALD IS DOING IS DOWNRIGHT DANGEROUS, IF YOU ASK ME!

YES, AND THE WORST PART OF IT IS – WE DON'T KNOW **WHY** HE'S DOING IT!

HE'S SURE GOT A BEE IN HIS BONNET ABOUT SOMETHING!

I SAY WE GET SOME ADVICE.

YOU'RE RIGHT. AND I THINK I KNOW JUST THE PLACE TO GET IT!

MORNING!

...AND IT'S BEEN GOING ON FOR WEEKS, DOCTOR!

DR. I. CRAKUM KNOB

NOODLE KNEADER DELUXE.

AH, YES! IT SOUNDS TO ME LIKE THE DREADED BALLOON GRATIFICATION SYNDROME, BOYS! **VERY** SERIOUS!

IT SOUNDS AWFUL, DOCTOR! WHAT IS IT?

ITS A CONDITION WHERE EITHER LITTLE GUYS WANT TO BE BIG GUYS, OR BIG GUYS WANT TO BE LITTLE GUYS!

THEY INFLATE AND DEFLATE ACCORDING TO THEIR PARTICULAR NEED! BUT THERE IS ONE THING ODD ABOUT YOUR UNCLE'S CASE!

WHAT'S THAT?

IT ISN'T USUALLY THE **SAME** GUY GOING BOTH WAYS!

IS THERE A **CURE**, DOCTOR?

I'M AFRAID NOT! ALL YOU CAN DO IS WATCH YOUR UNCLE CARRY ON UNTIL HE GETS TIRED OF IT: THEN HE'LL EITHER TAKE UP WRITING POETRY, OR SULK. SORRY!

MORE DAYS PASS!

I'D SELL MY SOUL FOR A WAFFLE! WHAT'S FOR DINNER?

TWO BOILED TURNIPS!

A GLASS OF WATER!

AND A NAPKIN!

PUT SOME CATCHUP ON THE NAPKIN AND YOU'VE GOT A DEAL!

THE BIG DAY FINALLY ARRIVES!

BINGO AGAIN!

DAISY'LL SWOON RIGHT INTO HER SOCKS WHEN SHE CLAPS AN EYE ON THE NEW SVELTE ME!

WELL, UNCA DONALD IS UNCA DONALD AGAIN!

YEAH- BUT FOR HOW LONG?

BITE YOUR TOUNGE!

THE CONTEST IS OFF, LUCY! YES! THE MAYOR DECLARED AN EMERGENCY! IT SEEMS THAT DUCKBURG HAS GAINED SO MUCH WEIGHT THAT IT'S IN DANGER OF SINKING!

I KNOW IT'S SUCH A SHAME!

...BECAUSE NOW I NO LONGER HAVE ANY USE FOR POOR DONALD AT ALL—

BIG OR LITTLE!

GLEEP

AND SO—

HI, DAISY!

HELLO, BOYS! MY! I HAVEN'T SEEN YOU OR DONALD IN AGES. WHAT HAVE YOU BEEN UP TO?

BAKE

THAT'S A LONG AND VERY MYSTERIOUS STORY, DAISY!

THE TALE OF WOE IS TOLD!

SO NOW UNCA DONALD IS BACK TO HIS NORMAL PUNY SELF!

MY GOODNESS! AND YOU SAY HE'S WRITING POETRY?

WELL, HE WAS! BUT HE COULDN'T GET ANYTHING TO RHYME!

SO NOW ALL HE DOES IS SULK!

Walt Disney's

The Li'l Bad Wolf

DECEMBER DUNKING

OH, BOY! I CAN HARDLY WAIT TO SHOW THE PIGGIES THIS KEEN NEW SLED I GOT FOR CHRISTMAS!
MMA
HI, PRACTICAL! HOW DO YOU LIKE MY NEW SLED?
WOW! THAT'S A BEAUTY, LI'L WOLF!
I DON'T SEE YOUR BROTHERS AROUND, PRACTICAL!
THEY WENT SKATING DOWN AT THE LAKE!
OH, MY GOODNESS! THAT'S WHERE POP WENT! HE'S BOUND TO MEET THEM!
YIKES! I THOUGHT HE WAS IN BED WITH A COLD! THAT'S WHY I LET 'EM GO!
NO, HE GOT WELL ALL OF A SUDDEN AFTER I FINISHED SHOVELLING THE SNOW!
COME ON! THERE'S NO TIME TO LOSE!
(WHEW!) THERE THEY ARE! THANK GOODNESS THEY'RE STILL SAFE!
OH, YEAH? LOOK WHO'S SNEAKING UP ON THEM!
POP!

HEY, BROTHERS! LOOK OUT! THE WOLF!

GOLLY! THE WIND'S TOO STRONG AGAINST ME! THEY D.DN'T HEAR!

WAIT! I'VE GOT AN IDEA!

?

I HATE TO DO THIS, BUT IT'S AN EMERGENCY!

WHAT TH' DING DONG?

BUMP!

SWISH!

HEY, LOOK! THE *WOLF!*

LET'S GET OUT OF HERE!

ALL RIGHT! HOLD IT UP! I GUESS THAT FINISHES THE SKATING!

AW, GEE! WE WERE PRACTICING FIGURE-SKATING FOR THE WINTER CARNIVAL CONTEST NEXT WEEK!

I THINK WE HAVE A CHANCE OF W.NNING IF WE PRACTICE SOME MORE!

YOU'VE ALWAYS WANTED US TO MAKE GOOD AT SOMETH.NG, HAVEN'T YOU?

WELL...

ALL RIGHT, BUT PRACTICE OUT IN THE *MIDDLE* OF THE LAKE WHERE THE WOLF CAN'T *SNEAK UP* ON YOU!

HAH! THAT'S WHAT THEY THINK!

LITTLE DO THEY KNOW THAT I USED TO CUT QUITE A FIGURE ON ICE MYSELF! I'LL GO GET MY SKATES SHARPENED!

SHORTLY...

SKATES? I USED TO GET IT DONE FOR A QUARTER!

TWO BUCKS TO SHARPEN

SORRY, ZEKE! THIS IS MY RUSH SEASON!

SKATES SHARPENED

SNOW SHOES RESOLED

SKIS WAXED

BAH! DOGGONE PROFITEER! OH-OH! WHAT'S THIS?

TINKLE! TINKLE!

GOT A KNIFE OR SCISSORS YOU WANT SHARPENED, ZEKE?

NO BUT I GOT A PAIR OF ICE SKATES THAT NEED SHARPENING!

25¢

KNIVES SCISSORS SHARPENED 25¢

WELL, UH, IT'S KINDA OUTA MY LINE, BUT I GUESS I CAN HANDLE IT!

GOOD AND SHARP NOW! I'LL BE BACK IN FIFTEEN MINUTES!

I'LL MAKE THESE OL' SKATES SO SHARP THEY'LL SPLIT A HAIR DOWN THE MIDDLE!

A BIT LATER...

HEE, HEE! BETWEEN THE GLARE ON THE ICE AND THIS SHEET, I CAN GET CLOSE ENOUGH TO SWOOP DOWN BEFORE THEY GET WISE!

WEE, HEE!

HOW'S THIS FOR A FIGURE EIGHT, BROTHER?

SWELL!

HOW ABOUT *ME* SHOWING YOU A TRICK OR TWO, BOYS?

TH-THE *WOLF!*

HERE'S ONE CALLED *CATCH THE PIGS!*

YEEK!

PRETTY TRICKY, EH? THINK I COULD WIN A PRIZE AT THE WINTER CARNIVAL? WATCH THIS CIRCLE!

SCRUK!

HEY! THUNDERATION! BRER B'AR MUST'VE SHARPENED MY SKATES LIKE A *KNIFE!* THEY'RE CUTTIN' RIGHT THROUGH TH'...

CRAAACK!

SPLOOSH!

...ICE!

YEOW! I M GONNA GET DUNKED

LATER...

HEY, IT'S OKAY FOR YOU PIGS TO PRACTICE SKATING AGAIN! MY POP'S IN BED WITH A COLD!

YOU SURE HE ISN'T FAKING?

NOT *THIS* TIME!

BAH! AH-AH-AH CHOO!

Walt Disney's

SCAMP

DREAM HOUSE

I SEE YOUR MASTER MOVED YOUR HOUSE OUT HERE!

HOW DO YOU LIKE THE CHANGE?

OH, IT'S GREAT!

NOW I CAN REALLY ENJOY LIFE!

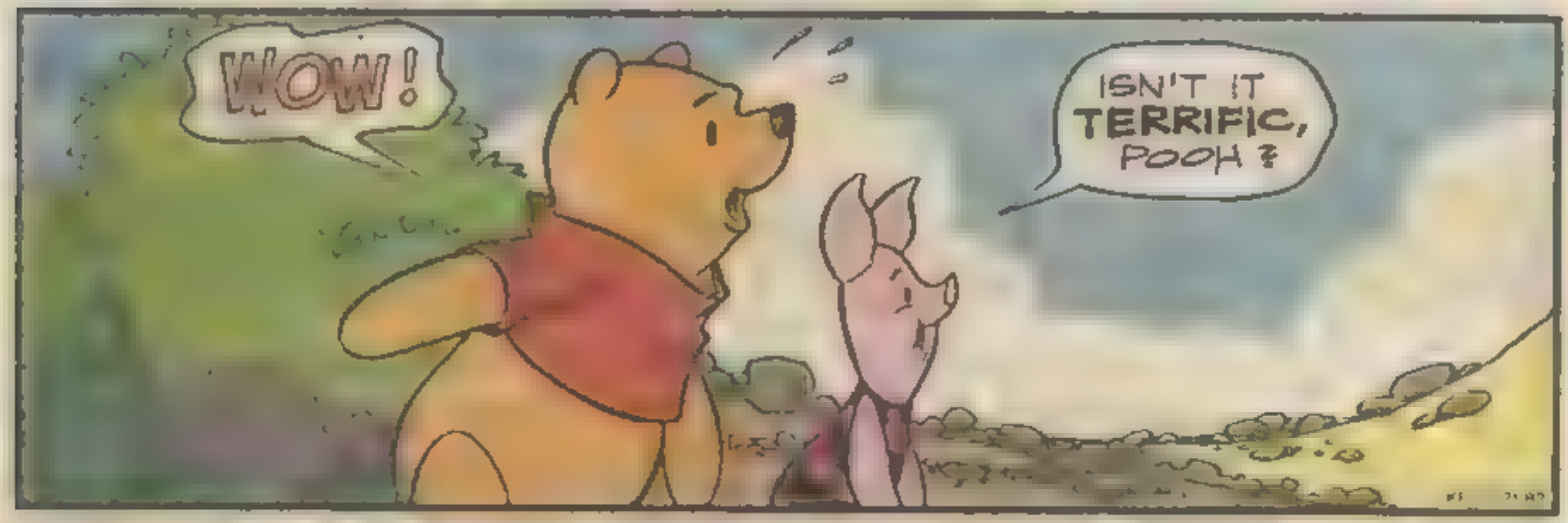
I'VE ALWAYS WANTED TO LIVE IN A LITTLE HOUSE BY THE SIDE OF THE ROAD...

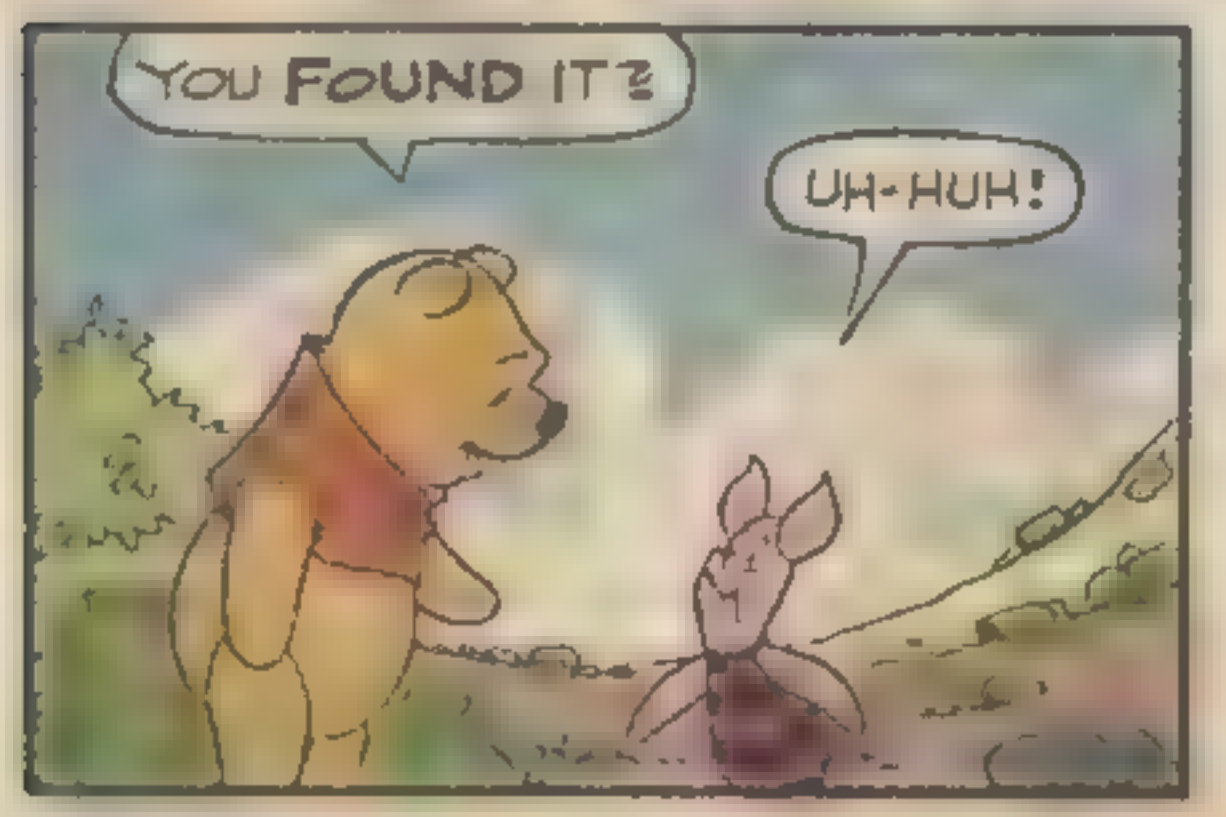
SPLASH!

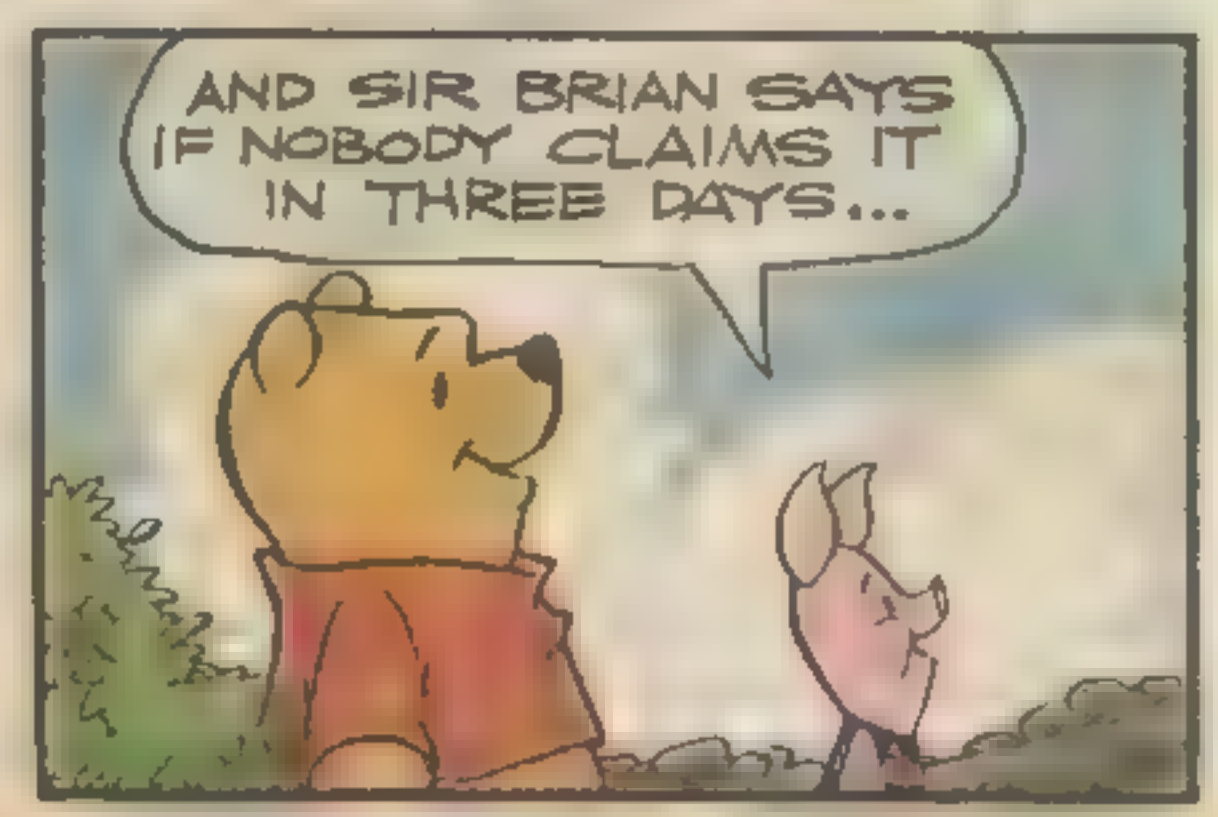
UP TO NOW, THAT IS!

WALT DISNEY'S

Winnie the Pooh



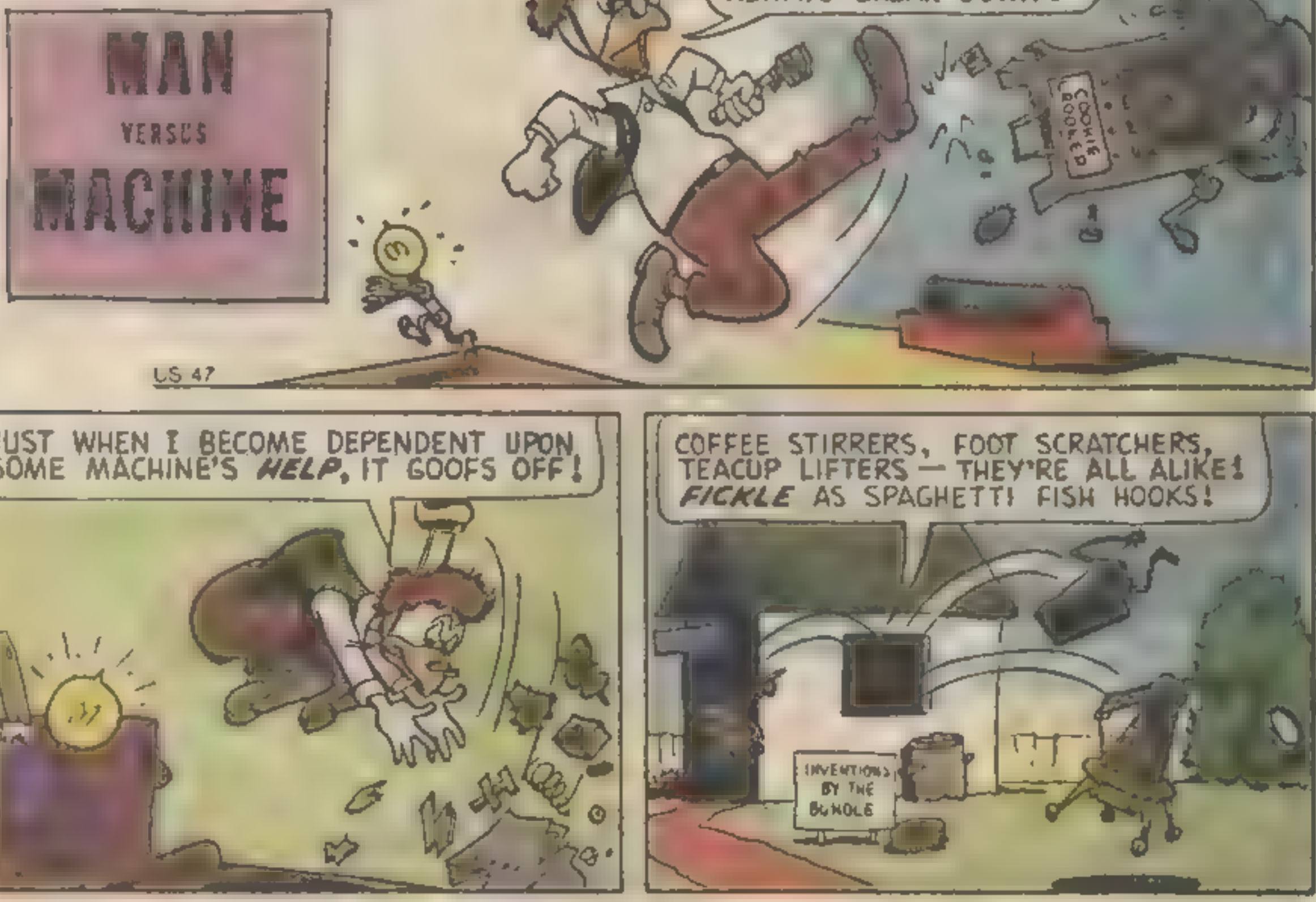




Walt Disney

GYRO GEARLOOSE

MAN VERSUS MACHINE


INVENTIONS! BAH! NO MATTER HOW GOOD I MAKE THEM, THEY ALWAYS BREAK DOWN!
COOKIE BOOKED
US 47
JUST WHEN I BECOME DEPENDENT UPON SOME MACHINE'S HELP, IT GOOFS OFF!
COFFEE STIRRERS, FOOT SCRATCHERS, TEACUP LIFTERS — THEY'RE ALL ALIKE! FICKLE AS SPAGHETTI FISH HOOKS!
INVENTIONS BY THE BUSHEL
MAN WAS MUCH BETTER OFF BEFORE HE HAD MECHANICAL HELPERS! I'M GOING TO ZOOM AWAY AND LIVE THE SIMPLE LIFE!
SOON!
NOW, THERE'S A MAN WHOM I SHALL IMITATE — A MAN WHO HAS DONE AWAY WITH LIFE'S FRILLS!
I'LL BECOME A DESERT WANDERER, WITH THE STARS FOR A ROOF AND MY FINGERS FOR KNIVES AND FORKS!
GOOD-BY, YOU CUSHIONED CHARIOT! MY TRUSTY LEGS WILL BE MY STEEDS FROM NOW ON!

AND *YOU*, HELPER, BEGONE FROM MY SIGHT! I WANT NOTHING AROUND THAT WILL REMIND ME OF MY YEARS AMONG FICKLE MACHINES!

I'M *THROUGH* WITH MECHANICAL THINGS — EVEN THROUGH WITH DRINKING CUPS!

SWG

AWK! THAT WATER'S *POISON*! I'VE CAMPED BY AN *ARSENIC* SPRING!

GOT TO FIND *PURE* WATER IF I'M TO LIVE LONG IN THIS SIMPLE ROUTINE!

FLOOP

NOW ISN'T THAT JUST LIKE A MACHINE?.... *CONKED OUT* FROM A FIBRILLATED SIGGLESTAT!

MECHANICAL HELPERS — THEY'LL DO IT EVERY TIME! I'VE ONLY MY *LEGS* NOW TO HELP ME FIND WATER!

HOURS LATER!

FAREWELL, CRUEL WORLD! I WON'T LIVE LONG ENOUGH TO ENJOY MY NEW WAY OF LIFE!

GYRO'S HELPER SEES THAT SOMETHING MUST BE DONE!

H*O! WATER! MUST FIND!

MUST MAKE SPEED!

THIS STEED IS GOOD FOR ABOUT A MILE!

BUT A MILE ISN'T FAR ENOUGH! WATER!.... MUST FIND!

OH, FOR SOME ***MACHINE*** THAT COULD BE REVVED UP— LIKE A MOTORBIKE!

SOON!

NOW ***I'M*** GROWING WEAK, TOO!.... MY BATTERY IS FIZZLING OUT!

FIZZT

FZUT!

LIKE ALL MECHANICAL HELPERS I CAN'T BE DEPENDED UPON IN A PINCH!

CLUNK

LIGHTNING! THUNDER! ***RAIN!*** ...WATER FROM THE SKY!

(GASP!) I CAN'T CATCH IT IN MY HANDS—AND MY HAT ***LEAKS***!

THE STORM GIVES ANOTHER KIND OF "DRINK" TO GYRO'S FIZZLED HELPER!

LIGHTNING RECHARGED MY BATTERY! I'M OFF TO THE RESCUE!

HOURS LATER!

A PROSPECTOR'S SHACK! .... BUT HOW COME THE FANCY TOOL SHOP?

WAL, NOW, I'M TOO CRIPPLED TO GO DRAG IN YOUR BOSS, PODNER! I'LL HAVE TO SEND MY HELPERS!

BOSS THIRTY TEN MILES WEST

SOON GYRO IS RESCUED BY THE STRANGEST "DESERT RATS" HE HAS EVER SEEN!

TWO ROBOTS! MECHANICAL MEN!

I HAD TO BUILD THOSE ROBOT HELPERS, PODNER! I'M A SCIENTIST WHO CAME TO THE DESERT TO ESCAPE FROM MACHINES!

BUT I FOUND THE SIMPLE LIFE IS TOO HARD TO HANDLE!

HEY! YOU SEEM SORT OF TANGLED UP, PODNER!

I AM! AFTER ALL THAT'S HAPPENED TO ME TODAY, I DON'T KNOW WHETHER I'M COMING OR GOING!

WALT DISNEY'S

MICKEY MOUSE

in

THE CRYSTAL BALL QUEST

WHILE LOOKING FOR A CRYSTAL BALL FOR MINNIE TO USE AT A COSTUME PARTY, MICKEY AND GOOFY MEET UP WITH AN OLD GYPSY. WHO IS ACCIDENTALLY KNOCKED OUT. IN MAKING HIM COMFORTABLE, THEY FIND A CRYSTAL BALL, AND SEE SOMETHING DISTURBING IN IT ...

MUMBLE! MUMBLE!

IT-IT'S TERRIBLE TINY, THE CROOK, AND ANOTHER GYPSY OUTSIDE THE WAGON!

G-GAWRSH! DO YUH THINK THEY'RE REALLY OUTSIDE?

WDC&S 204

THERE'S ONE WAY TO FIND OUT!

I'LL BE DARNED! THEY'RE OUT THERE, ALL RIGHT, COMING THIS WAY, AND I'LL BET I KNOW WHAT FOR!

WHUT FOR?

FOR THIS CRYSTAL BALL, THAT'S WHAT FOR! I NEVER BELIEVED IN THESE THINGS BEFORE, BUT I'VE GOT TO BELIEVE MY EYES!

I'VE ALLUS BELIEVED IN 'EM!

WE CAN'T LET THIS MAGIC BALL FALL INTO THE HANDS OF A SCOUNDREL LIKE TINY! HE'D USE IT FOR ALL SORTS OF CROOKED BUSINESS!

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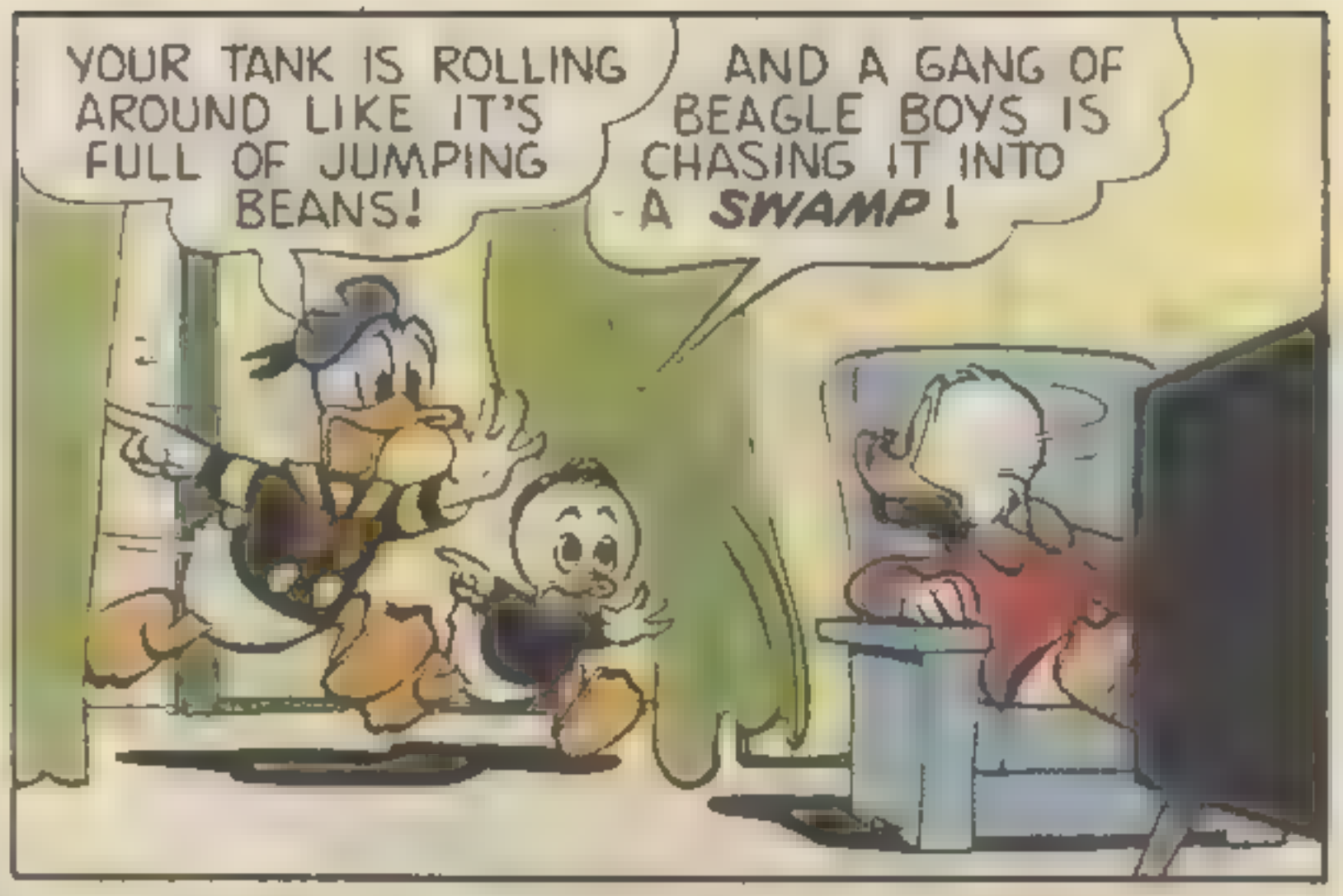
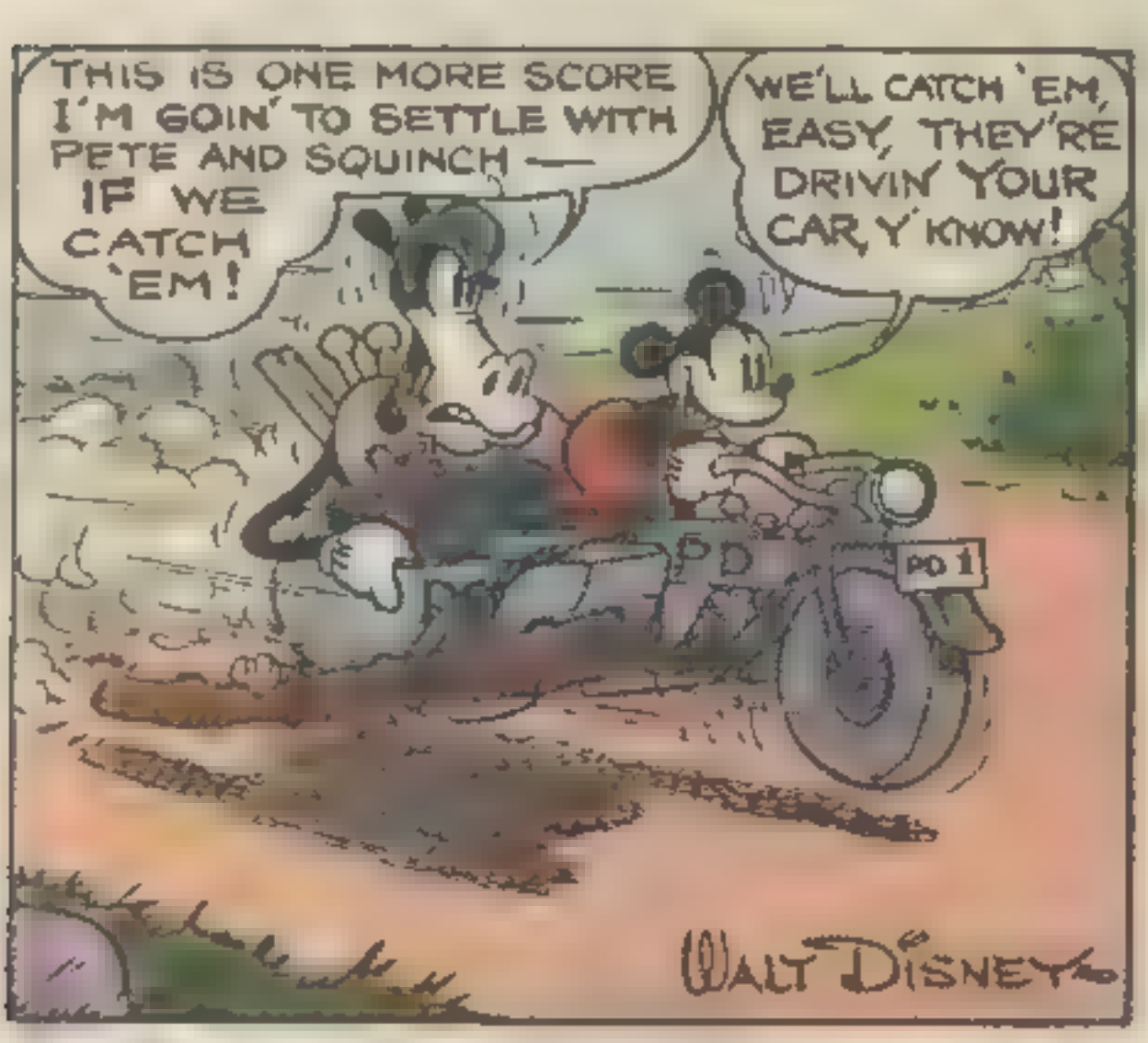
A TYPICAL DAY WITH DONALD, UNCLE SCROOGE & MICKEY...




THIS IS ONE MORE SCORE I'M GOIN' TO SETTLE WITH PETE AND SQUINCH — IF WE CATCH 'EM!
WE'LL CATCH 'EM, EASY, THEY'RE DRIVIN' YOUR CAR, Y' KNOW!
WALT DISNEY

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G 315

HE'D BE ABLE TO WATCH EVERY MOVE THE POLICE MADE! HE'D... OH-OH!

THE BALL! IT'S GONE!

PLACE IT BACK ON THE BED BEFORE MY DAGGER TALKS, YOU THIEF!

OKAY, OKAY, BUT THIS WHOLE THING IS A MISUNDER-STANDING!

I'VE A MIND TO SHOW YOU HOW WE GYPSIES DEALT OUT JUSTICE TO SCOUNDRELS IN THE OLD DAYS!

W-W-WAIT! THE SCOUNDRELS YOU SHOULD WORRY ABOUT ARE OUT THERE!

HEY, IN THERE! COME OUT WITH YOUR HANDS UP, AND DON'T TRY ANY FUNNY STUFF! WE'VE GOT YOU COVERED!

WHAT GOES ON?

HAVE A LOOK!

WHY, ONE OF THEM IS A GYPSY RENEGADE NAMED SKAR! I BANISHED HIM FROM OUR TRIBE YEARS AGO! I DO NOT KNOW THE OTHER!

WELL, I DO! HE'S A NO-GOOD SCOUNDREL NAMED TERRIBLE TINY! WE CAN'T LET HIM GET HIS HANDS ON THAT BALL!

I'M GONNA COUNT TO THREE AND IF YOU'RE NOT OUT WE START SHOOTIN'!

WAIT! I THINK I HAVE AN IDEA!

STOP! LET HIM HAVE THE BALL! IT IS NOT WORTH RISKING OUR LIVES FOR!

NO SIR! YOU TWO GET DOWN ON THE FLOOR AND CROSS YOUR FINGERS!

ONE!... TWO...

CHK! CHK! WAKE UP, HORSE!

THREE!

BLAM! BLAM!

WELL, AT LEAST THEY WON'T BE ABLE TO PUNCTURE THE TIRES!

HEY! COME BACK HERE!

COME ON! WE'LL TAKE THEIR CAR! WE HAVEN'T GOT TIME TO GO BACK AFTER M NE! YOU CRANK 'ER!

VERY WELL!

GRIND! =!

OKAY! HOP IN! WE HAVE TO GET THIS RATTLE-TRAP ROLLIN'!

RR-RP! RR-RP!

HEY! WHAT THE DING-DONG?

VOOM!

CRASH!

OOF!

BLINKETY BLANKETY TREACHEROUS HUNK OF JUNK! NOW THEY GOT A BIG HEADSTART ON US!

I-I DON'T FEEL SO GOOD!

BOOMP! THUD! CRASH!

A FEW MORE MINUTES AND WE'LL BE SAFE!

HEY! THIS IS NO TIME TO STOP, HORSE!

WHINNY!

HE IS HUNGRY! WHEN HE IS HUNGRY, HE STOPS! WE WILL HAVE TO FEED HIM!

OH! WELL, LET'S HOPE HE'S A FAST EATER!

MEANWHILE...

(PUFF! PUFF!) I'M GONNA CATCH UP WITH THAT MOUSE IF IT TAKES ALL YEAR!

(GASP! PUFF!) IT LOOKS AS THOUGH IT MIGHT!

YOUR FRIEND EXPLAINED WHY YOU WANTED A CRYSTAL BALL! I'M SORRY I MISUNDERSTOOD!

RRRR!

THAT'S ALL RIGHT! ...OHOH! I HEAR A CAR!

COULD YOU LOOK IN THE CRYSTAL BALL AND SEE IF IT'S TERRIBLE TINY?

THERE'S SOMETHING I WOULD LIKE TO EXPLAIN...

ROAR!

NEVER MIND! IT'S TINY. ALL RIGHT! WE HAVE TO RUN FOR IT! GIVE ME THE BALL!

I'LL HIDE IT IN HERE AND THEN YOU CAN SAY WE HAVE IT, TO DIVERT THEM!

GULP?

B-BUT...

?

COME ON, GOOFY! WE'LL HIDE IN THE WOODS!

SOMEWHAT LATER...

WELL, I DON'T HEAR A SOUND! GUESS THEY'RE NOT AFTER US!

BOY, I HAVE TO GET BACK AND TRY TO EXPLAIN TO MINNIE WHY I DIDN'T GET A CRYSTAL BALL FOR HER FORTUNETELLING CONCESSION!

ALTHOUGH I KNOW DARN WELL SHE WON'T BELIEVE ME!

WE'LL CIRCLE AROUND AND SEE WHAT'S WHAT BACK AT THE CAMP! MAYBE WE CAN GET YOUR CAR!

SHORTLY...

LOOKS LIKE ALL'S QUIET. BUT WE BETTER WAIT A BIT! I'D HATE TO WALK INTO A TRAP!

HEY, LOOK! HERE COMES THUH OL' GYPSY!

CHK! CHK!

GUESS EVERY-THING'S OKAY!

GOSH! WE'RE GLAD YOU'RE SAFE! THEY DIDN'T GET THE BALL, DID THEY?

I GAVE IT TO THEM, BUT THEY DECIDED THEY DIDN'T WANT IT!

DIDN'T WANT IT? WHY NOT?

YOU MIGHT ASK THEM! THEY'RE IN THE WAGON!

IN THE WAGON?

YES! I JUST TOLD THEIR FORTUNES, BUT I FEAR THEIR FUTURE IS RATHER BLACK!

WELL, FOR GOSH SAKES! WH-WHAT HAPPENED? WHY ARE THEY ASLEEP?

ZZORK!

SHPLOOT!

I WILL EXPLAIN!

I AM GOING TO TURN THEM OVER TO THE POLICE! THEY ADMITTED TO ME THERE IS A REWARD FOR THEM, WHICH I WANT TO SHARE WITH YOU!

BUT... BUT...

THE CRYSTAL BALL IS YOURS! I AM GLAD TO GET RID OF IT! IT'S BEEN NOTHING BUT A SOURCE OF TROUBLE TO ME! BESIDES, IT'S ONLY WORTH THE PRICE OF THE GLASS IN IT!

I-I DON'T UNDERSTAND!

I SAW THEM APPROACHING THE WAGON IN THE BALL!

WHAT YOU PROBABLY SAW WAS A REFLECTION IN THAT MIRROR!

I USED THIS BALL FOR FORTUNETELLING IN THE OLD DAYS! USING A COMBINATION OF FLATTERY, PSYCHOLOGY, AND INTUITION, I GAINED QUITE A REPUTATION ... OR RATHER THE BALL DID!

SKAR, HERE, WAS AMONG MANY WHO BELIEVED THIS GLASS SPHERE HAD MAGICAL POWERS!

B-BUT HOW'D YOU CAPTURE THEM?

BY THE AGE-OLD SCIENCE OF HYPNOSIS! ON THE PRETEXT OF TEACHING THEM HOW TO USE THE BALL, I HAD THEM CONCENTRATE ON THE CANDLE REFLECTION!

THEY WERE IN A TRANCE IN NO TIME AT ALL!

BLINK! BLINK!

BLINK! BLINK!

FLOP!

Z!

WOW! I SEE WHAT YOU MEAN!

LATER...

MADAM MINNIE — FORTUNE TELLER

WELL, IT'S ABOUT TIME, MICKEY MOUSE! THE BAZAAR STARTED AN HOUR AGO! WHAT IN THE WORLD TOOK YOU SO LONG?

I'LL TELL YOU, BUT YOU WON'T BELIEVE IT!

MICKEY IS RIGHT! MINNIE DOESN'T BELIEVE IT...

OF ALL THE PREPOSTEROUS STORIES! A GYPSY KING! TERRIBLE TINY! HYPNOTISM!

ALL I CAN SAY IS, DON'T LET 'EM STARE TOO LONG AT THAT CANDLE!

BUT LATER ON, SHE ISN'T SO SURE!

GOODNESS SAKES! LOOK AT ALL THE PEOPLE ASLEEP! THE BAZAAR COULDN'T BE *THAT* DULL!

ZZ!

ZZ!

ZZ!

ZZ!

REFRESHMENTS

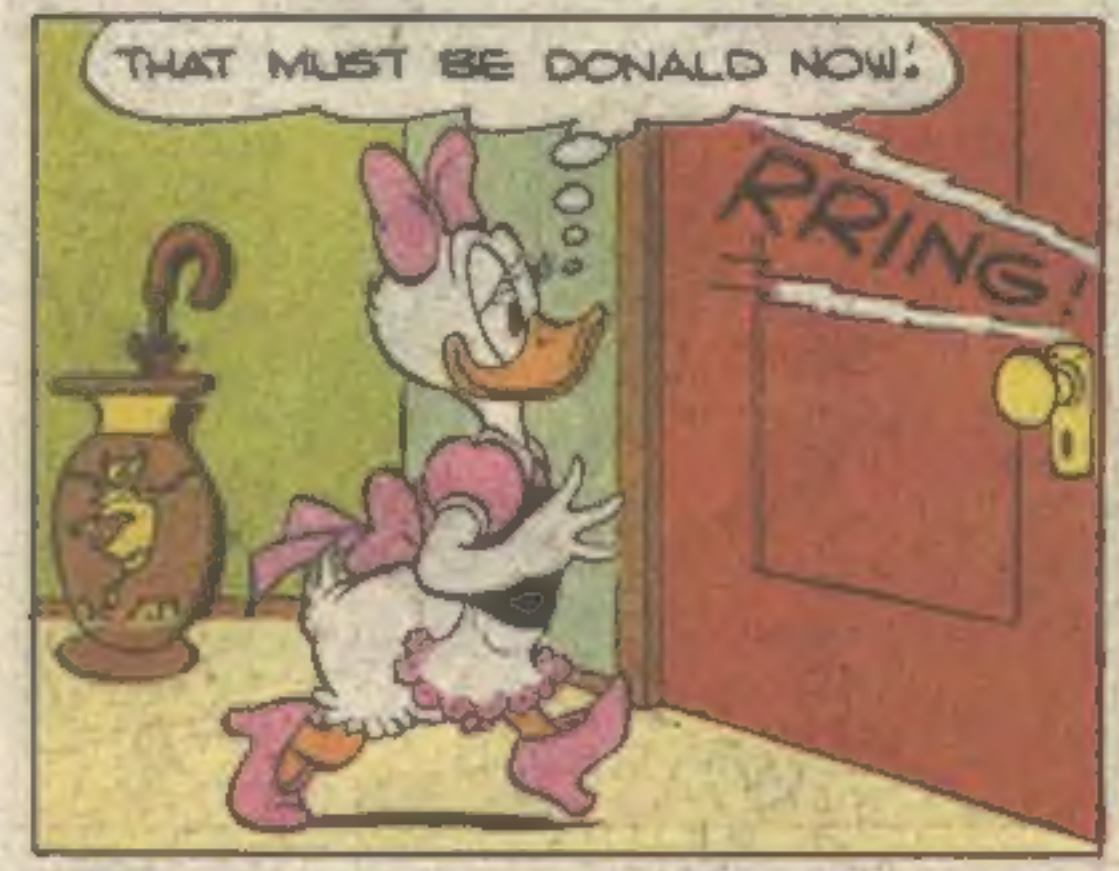
KNOCK OVER THE MILK BOTTLES AND WIN A PRIZE

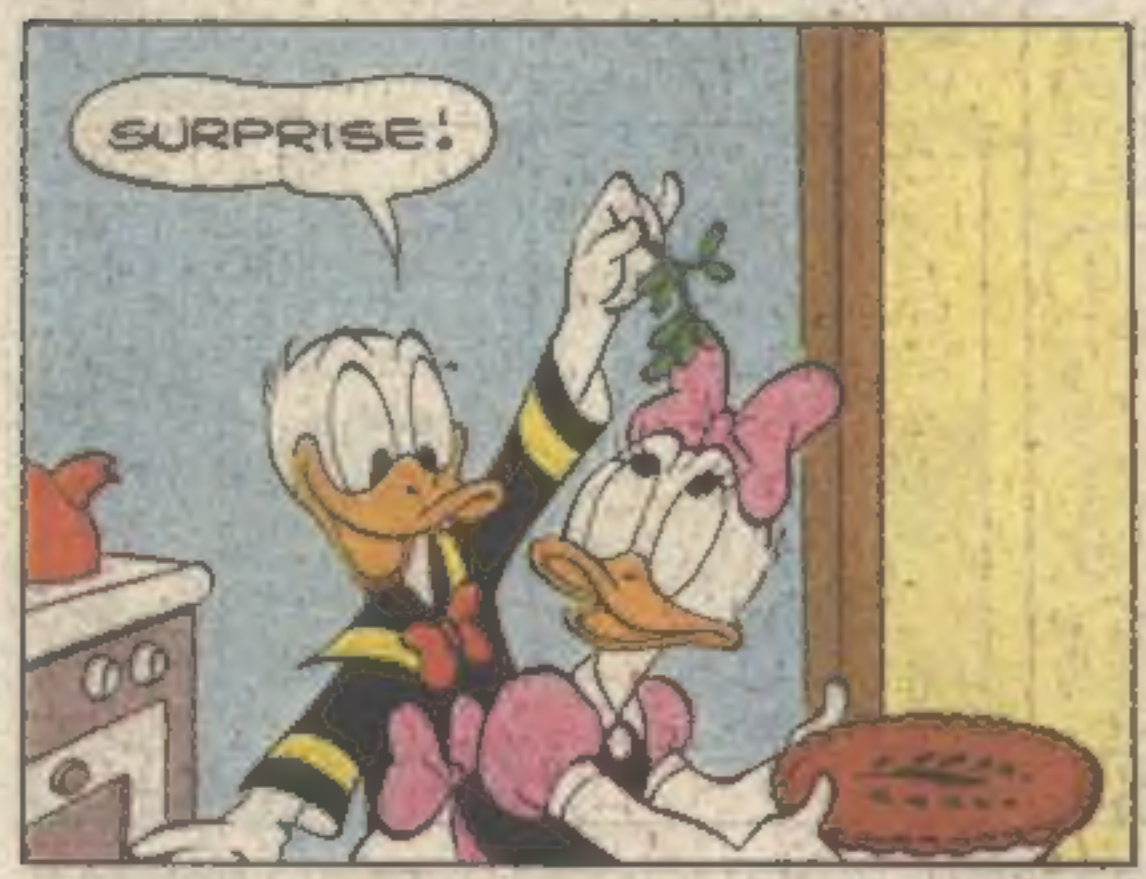
?

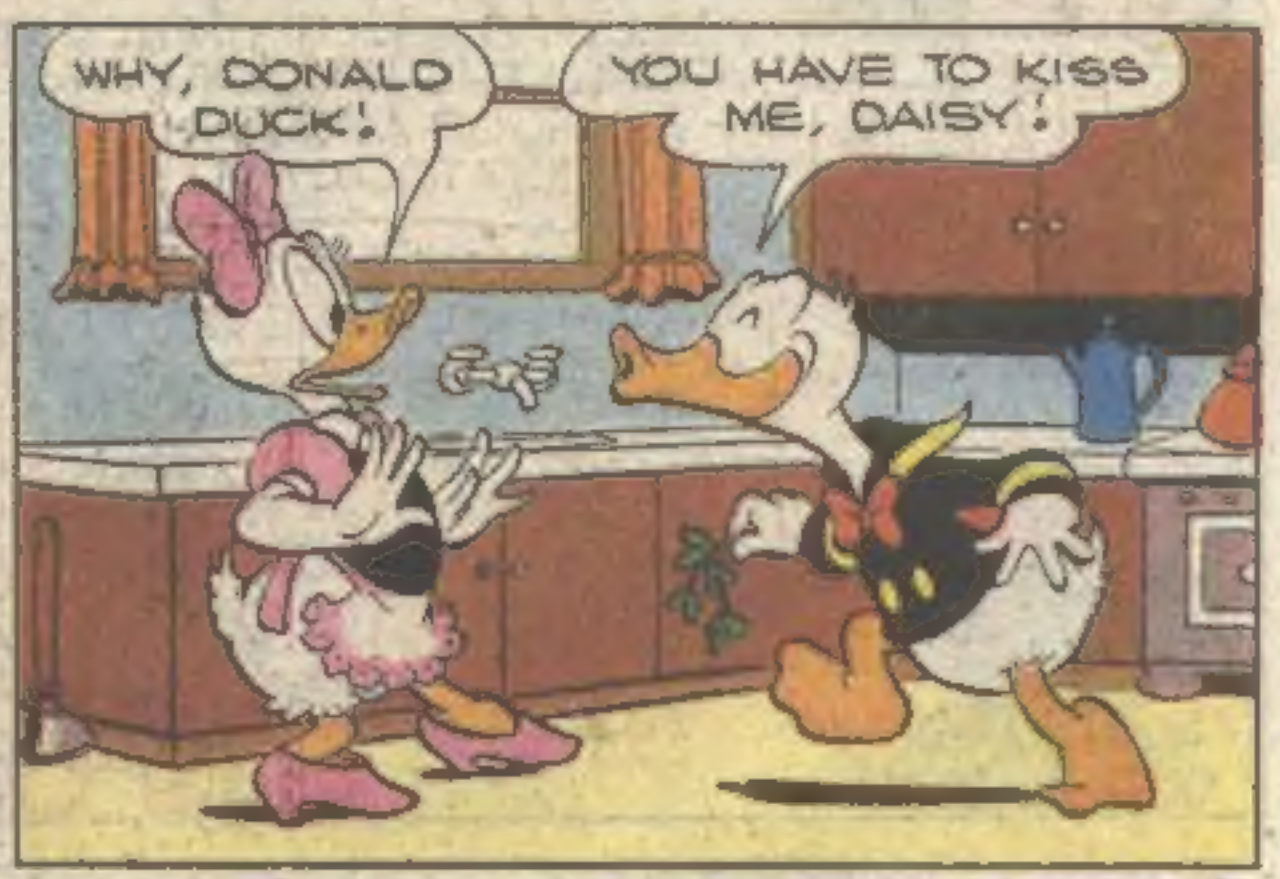
THE END

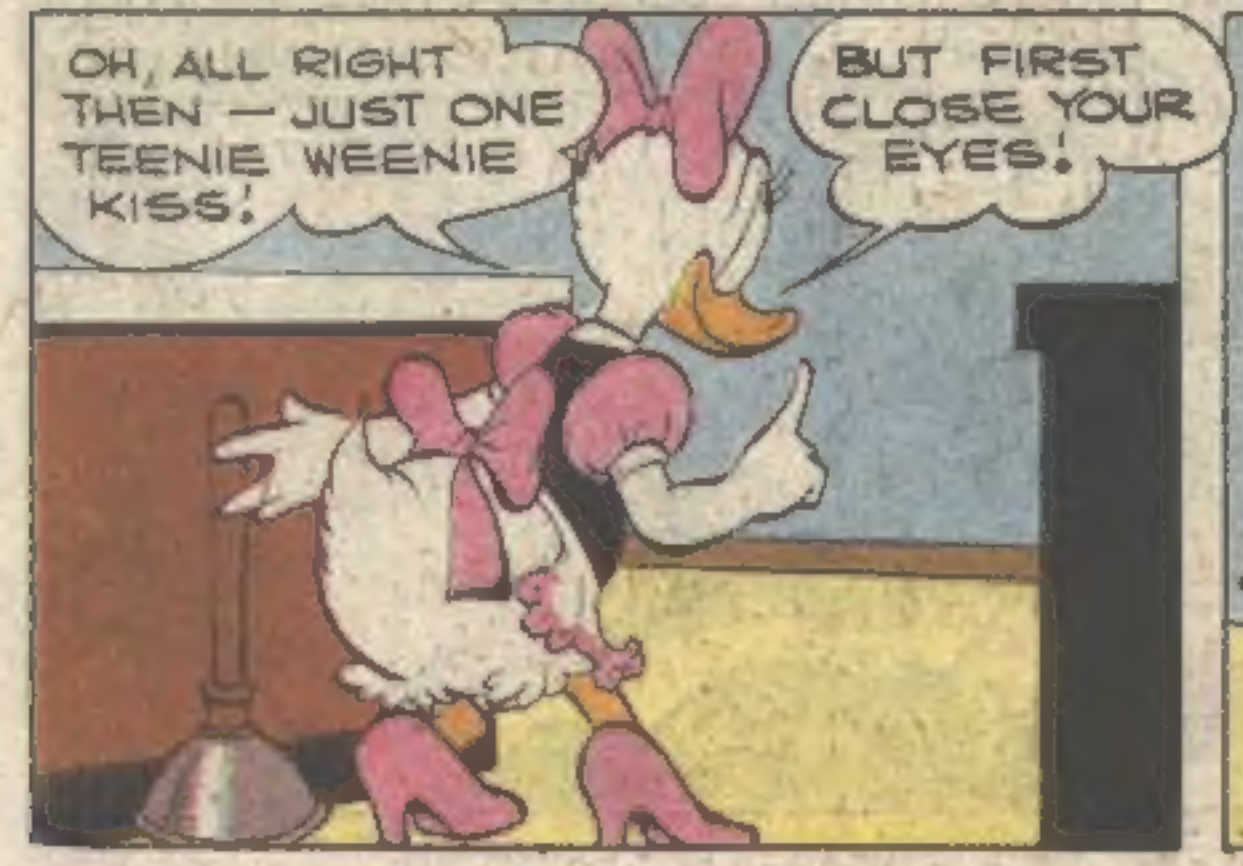
WALT DISNEY'S Donald Duck

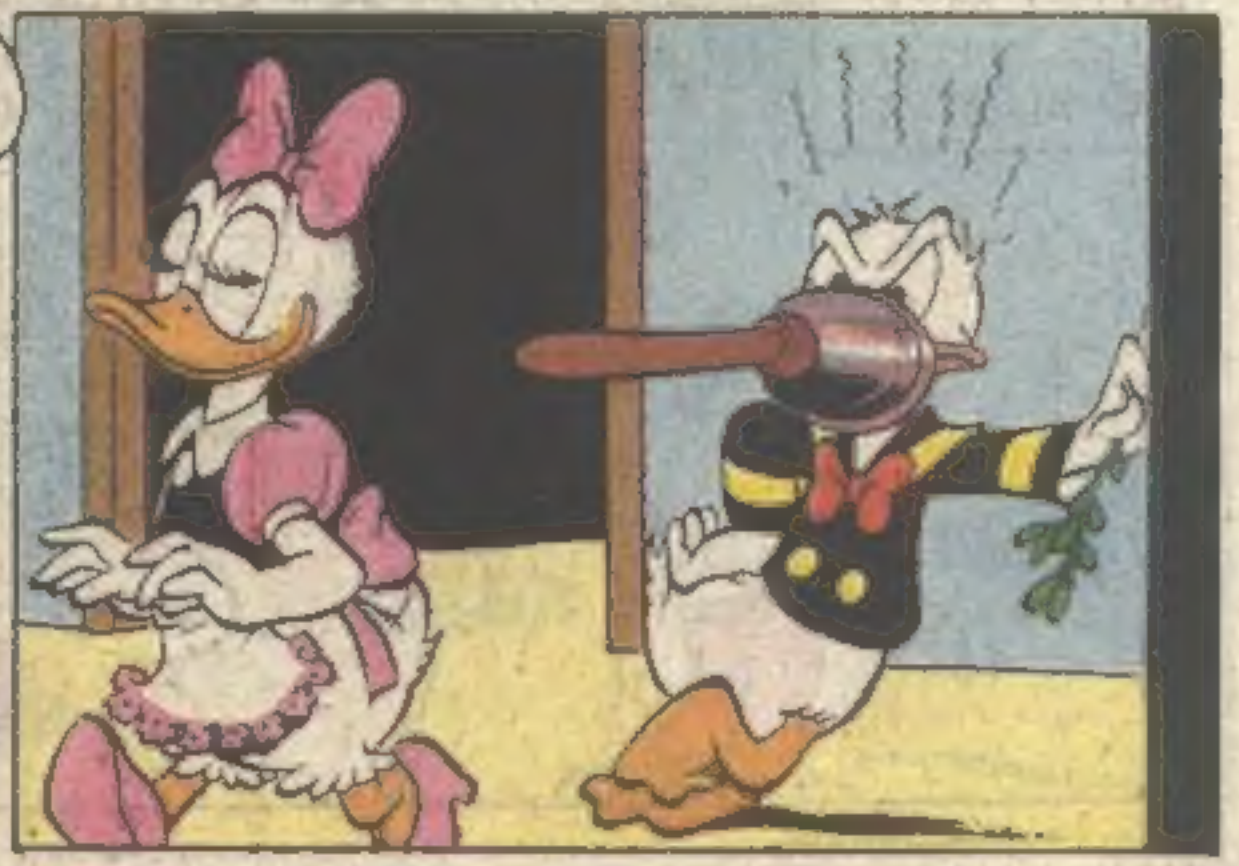
DDOS 367











CROSSTALK

A MONTHLY NEWS COLUMN

You may have noticed we're behind in the game of Crosstalk cross references. Quickly, then, here are the allusions from "The Twelfth Caesar" (**Uncle Scrooge Adventures** 7). The title—and consequently the whole notion of twelve imperial portraits—was borrowed from **The Twelve Caesars**, a work of Roman history by Suetonius. The bandit king hails from an opera by Daniel Auber called **Fra Diavolo**. In the comic, the brigand's minions have the same names they do in the opera: Beppo and Giacomo.

On sale December 6:

Mickey Mouse 245. After Gottfredson's newspaper serials, the Mickey comics drawn by Bill Wright are a distinct change of pace. Gottfredson wrote for a relatively sophisticated reader, bearing in mind that adults as well as children would be opening the paper. For this reason, he constructed his stories with care; indeed, the daily format lent itself to a step-by-step working out of puzzles and plot tangles. Occasionally he would play with the reader's expectations: in "The Phantom Blot," for instance, Mickey solves part of the mystery long before the reader is let into the secret. Gottfredson had numerous tricks for keeping his reader—and himself—intrigued. He drew on popular films, introduced scraps of science, satirized fashions. He even invoked political themes—so realistically that "The Monarch of Medioka" came under fire for depicting civil strife in Yugoslavia.

Bill Wright's "Mickey Mouse and Pluto Battle the Giant Ants" was not designed to operate in so complex or realistic a fashion. Written in comic book format, it's a story to be taken at a single gulp, an adventure children can plunge right into, sweeping along in a rapid series of encounters with piranha, giant ants, even a giant anteater. Action is everything; the author never troubles to establish a sense of his own control, so we never worry about him. The comic starts literally in mid-air, with Mickey and Goofy flying over the Amazon jungle. There's no lead-in, not a scrap of narration to explain why our heroes are there, why they've brought Pluto along in the back seat of the plane, or why the giant ants, when we meet them, talk in Morse code. Events simply happen, and that has to be good enough for us.

A. A. Milne once wrote that "children prefer incident to character. . . . Read the old fairy stories and you will see with what simplicity, with what perfection of method, the child's needs are met." So it is with this comic. We know who the heroes are, we recognize the danger, we watch them get into and out of it. Yet Milne was not entirely convinced by his own rhetoric. "There must have been more in Fairyland than that," he pondered. What do you think?

On sale December 13:

Walt Disney's Comics and Stories 537 leads off with "Heavy Duty," a ten-page Duck tale by William Van Horn. Donald gets the mistaken impression that Daisy likes fat men, so he goes on an eating binge. The results are staggering. An accompanying article gives a duck's-eye survey of Van Horn and his career.

Next, in Carl Barks' "Man versus Machine," Gyro Gearloose renounces inventing in favor of a more basic lifestyle—only to find that the simple life is anything but. Tension between technology and the pastoral world is a recurrent theme in Barks' comics, but this story stands out as an example of the author's ability to pack his moral fable into four tight pages without ever making it seem crammed.

Li'l Bad Wolf, Scamp, and Winnie the Pooh are also on hand. Then Terrible Tiny catches up with Mickey and Goofy in the concluding chapter of Paul Murry's "Crystal Ball Quest."

On sale December 20:

Mickey and Donald 9 features "Postman's Puzzle," a Mickey adventure involving a $50,000-dollar bill and a chase to Scotland. For Barks fans, there's "Donald Duck in Toyland," a rare story from 1948 in which Donald and his nephews fly to the North Pole to help Santa test Christmas toys. Though Barks did not write the basic plot, his hand is evident in the finished story, which combines slapstick humor with a series of warnings on how to use skis, archery sets, and other potentially dangerous toys. "Duel Personalities," a four-pager by William Van Horn that pits Donald against Neighbor Jones, rounds out the comic.

On sale December 27:

Donald Duck 270 reprints "The Hockey Champ," a Duck story from **Good Housekeeping**. For almost ten years in the mid-1930s and 1940s, this magazine ran a monthly feature based loosely on current Disney animated shorts. Since each feature was no more than a page, writers never tried to present a cartoon's full plot, only to convey its flavor. This was accomplished with a capsule tale in rhyme and a series of painted illustrations based on key scenes from the film. The plot for this 1939 short was largely by Barks, and staff artist Tom Wood may well have consulted Barks' storyboard drawings in preparing the magazine illustrations. Our cover reproduces the art from the original movie poster.

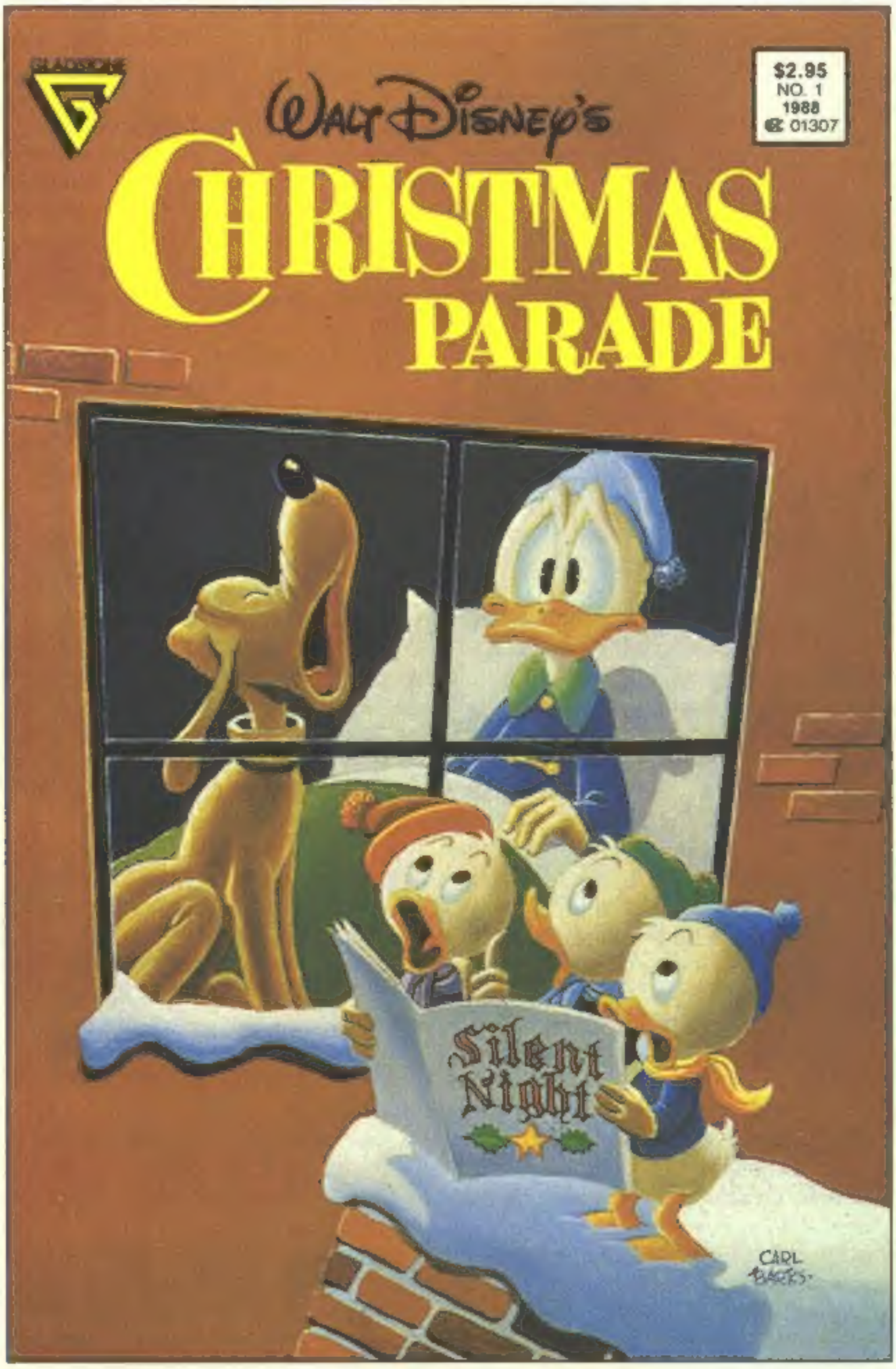
But our big item this month is a classic Barks reprint, the first story to feature Donald's cousin Gladstone. Newcomers to the Duck comics may not recognize the gander at first. He is taller and more angular than in later years, and his famous luck is not yet present; but the seeds of his ongoing battle with Donald are clearly sown. "He had to be somebody that Donald was trying to outdo," Barks commented in a 1975 interview. As for the gander's name: "Well, Gander. . . and Gladstone. . . it's a phonetic thing. Donald Duck is phonetic, you know. You wouldn't say Frank Duck."

Stories from Denmark and Holland, and some gags by Al Taliaferro, make up the rest of the comic.

—Geoffrey Blum

GLADSTONE PROUDLY PRESENTS...

DONALD DUCK



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